

?ds

>>>No sets currently exist

?s gui (w) animation

104811 GUI

193488 ANIMATION

S1 6 GUI (W) ANIMATION

?display s1/kwic/1-

>>>KWIC option is not available in file(s): 77, 278

Display 1/KWIC/1 (Item 1 from file: 6)

DIALOG(R)File 6:Comp&distr 2000 NTIS, Intl Cpyrgh All Right. All rts.
reserv.

08/885,597
10-14-00

... to study the behavior of Data Acquisition (DAQ) systems. This paper reports and discusses the graphics used in DAQSIM. DAQSIM graphics includes graphical user interface (*GUI*), *animation*, debugging, and control facilities. DAQSIM graphics not only provides a convenient DAQ simulation environment, it also serves as an efficient manager in simulation development and...

- end of display -

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?display s1/kwic/1-6

>>>'1' valid only in keyword format

?display s1/kwic/1-6

>>>KWIC option is not available in file(s): 77, 278

Display 1/KWIC/1 (Item 1 from file: 6)

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... to study the behavior of Data Acquisition (DAQ) systems. This paper reports and discusses the graphics used in DAQSIM. DAQSIM graphics includes graphical user interface (*GUI*), *animation*, debugging, and control facilities. DAQSIM graphics not only provides a convenient DAQ simulation environment, it also serves as an efficient manager in simulation development and...

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Display 1/KWIC/2 (Item 1 from file: 8)

DIALOG(R)File 8:(c) 2000 Engineering Info. Inc. All rts. reserv.

...Abstract: to study the behavior of data acquisition (DAQ) systems. This paper reports and discusses the graphics use in DAQSIM. DAQSIM graphics includes graphical user interface (*GUI*), *animation* debugging, and control facilities. DAQSIM graphics not only provides a convenient DAQ simulation environment, it also serves as an efficient manager in simulation development and...

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Display 1/KWIC/3 (Item 1 from file: 34)

DIALOG(R)File 34:(c) 2000 Inst for Sci Info. All rts. reserv.

...Abstract: to study the behavior of Data Acquisition (DAQ) systems. This paper reports and discusses the graphics used in DAQSIM. DAQSIM graphics includes graphical user interface (*GUI*), *animation*, debugging, and control facilities. DAQSIM graphics not only provides a convenient DAQ simulation environment, it also serves as an efficient manager in simulation development and...

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Display 1/KWIC/4 (Item 1 from file: 103)

DIALOG(R)File 103:(c) 2000 Contains copyrighted material. All rts. reserv.

...Abstract: to study the behavior of Data Acquisition (DAQ) systems. This paper reports and discusses the graphics used in DAQSIM. DAQSIM graphics includes graphical user interface (*GUI*), *animation*, debugging, and control facilities. DAQSIM graphics not only provides a convenient DAQ simulation environment, it also serves as an efficient manager in simulation development and...

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Display 1/KWIC/5 (Item 2 from file: 103)

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...Abstract: to study the behavior of Data Acquisition (DAQ) systems. This paper reports and discusses the graphics used in DAQSIM. DAQSIM graphics includes graphical user interface (*GUI*), *animation*, debugging, and control facilities. DAQSIM graphics not only provides a convenient DAQ simulation environment, it also serves as an efficient manager in simulation development and...

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Display 1/KWIC/6 (Item 1 from file: 349)

DIALOG(R)File 349:(c) 2000 WIPO/MicroPat. All rts. reserv.

Fulltext Availability:

Detailed Description

Detailed Description

... default font size when no Fontsize is specified. in one implementation, the GUI elements are:

enum. GuiElemType (GUI-PANEL, GUI-GROUP, GUI-BUTTON, GUI - PANELLINK, *GUI*-*ANIMATION*, GUI-SHOWRANGE, GUI-SETRANGE, GUI - ENTRY, GUI-CHOICE, GUI-TEXT, GUI-STATUS, GUI-ICON, CONTENT-ICON, DEVICE-ICON);

union GuiElement switch (GuiElemType)
case GUI-PANEL: GuiPanel panel;
case GUI-GROUP:,, GuiGroup group;
case GUI-PANELLINK: GuiPanellink panellink; case GUI-BUTTON: GuiButton button; case *GUI*-*ANIMATION*: GuiAnimation animation; case GUI-SHOWRANGE: GuiShowRange show-range; case GUI-SETRANGE: GuiSetRange

-more-

?

Display 1/KWIC/6 (Item 1 from file: 349)

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setrange; case GUI-ENTRY: GuiEntry entry; case GUI-CHOICE: GuiChoice choice; case GUI...

- end of display -

?

PLEASE ENTER A COMMAND OR BE LOGGED OFF IN 5 MINUTES

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?ds

Set	Items	Description
S1	6	GUI (W) ANIMATION

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